

IN THE CLAIMS

1. Cancelled.
2. (Currently amended) The device of claim 4 3, wherein the said first connection is a VoIP connection.
3. (Previously presented) A device comprising:
 - a network interface for coupling to a network;
 - a memory; and
 - a processor coupled with the network interface, wherein the processor is adapted to:
 - consider a first connection through a network with a first endpoint of the network;
 - identify a first region in the network of the first network endpoint;
 - retrieve a first jitter record for the first network region; and
 - allocate a first portion of a memory for jitter buffer storage for the first connection, the first portion having a size in accordance with first jitter data in the first jitter record wherein the processor is further adapted to:
 - consider a second connection through the network with a second endpoint of the network;
 - identify a second region in the network of the second network endpoint;
 - retrieve a second jitter record for the second network region; and
 - allocate a second portion of the memory for jitter buffer storage for the second connection, the second portion having a size in accordance with second jitter data in the second jitter record.
4. (Original) The device of claim 3, wherein the processor is further adapted to:
 - determine whether allocating the first portion of the memory leaves enough remainder memory for the second portion of the memory.
5. (Currently amended) The device of claim 4 3, wherein the said first jitter data record contains a first jitter performance statistic of a formerly tracked jitter of at least one endpoint in the first network region.

6. (Original) The device of claim 5, wherein
the first jitter performance statistic is determined from at least one of a
cumulative average jitter and a cumulative jitter variability.
7. (Original) The device of claim 5, wherein the processor is further adapted to:
establish the first connection;
track a jitter while communicating over the first connection; and
update the first jitter performance statistic in accordance with the tracked jitter.
8. Cancelled.
9. (Currently amended) The device of claim 8 3, wherein
~~the first~~ said second connection is a VoIP connection.
10. (Previously presented) A device comprising:
means for considering a first connection through a network with a first
endpoint of the network;
means for identifying a first region in the network of the first network endpoint;
means for retrieving a first jitter record for the first network region; and
means for allocating a first portion of a memory for jitter buffer storage for the
first connection, the first portion having a size in accordance with first jitter data in the
first jitter record,
the first connection is a VoIP connection,
means for considering a second connection through the network with a
second endpoint of the network;
means for identifying a second region in the network of the second network
endpoint;
means for retrieving a second jitter record for the second network region; and
means for allocating a second portion of the memory for jitter buffer storage
for the second connection, the second portion having a size in accordance with
second jitter data in the second jitter record.
11. (Original) The device of claim 10, further comprising:

means for determining whether allocating the first portion of the memory leaves enough remainder memory for the second portion of the memory.

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20. (Previously presented) An article comprising: a storage medium, said storage medium having stored thereon instructions, that, when executed by at least one device, result in:

considering a first connection through a network with a first endpoint of the network;

identifying a first region in the network of the first network endpoint;

retrieving a first jitter record for the first network region; and

allocating a first portion of a memory for jitter buffer storage for the first connection, the first portion having a size in accordance with first jitter data in the first jitter record, wherein the instructions further result in:

considering a second connection through the network with a second endpoint of the network;

identifying a second region in the network of the second network endpoint;

retrieving a second jitter record for the second network region; and

allocating a second portion of the memory for jitter buffer storage for the second connection, the second portion having a size in accordance with second jitter data in the second jitter record.

21. (Original) The article of claim 20, wherein the instructions further result in:
determining whether allocating the first portion of the memory leaves enough remainder memory for the second portion of the memory.

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32. (Previously presented) A method comprising:
considering a first connection through a network with a first endpoint of the network;
identifying a first region in the network of the first network endpoint;
retrieving a first jitter record for the first network region; and

allocating a first portion of a memory for jitter buffer storage for the first connection, the first portion having a size in accordance with first jitter data in the first jitter record,

the first connection is a VoIP connection,

considering a second connection through the network with a second endpoint of the network;

identifying a second region in the network of the second network endpoint;

retrieving a second jitter record for the second network region; and

allocating a second portion of the memory for jitter buffer storage for the second connection, the second portion having a size in accordance with second jitter data in the second jitter record.

33. (Original) The method of claim 32, further comprising:

determining whether allocating the first portion of the memory leaves enough remainder memory for the second portion of the memory.

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